

SETTING UP

Set up the PSP™ according to the instructions in its instruction manual. Turn the PSP™ on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the **ULTIMATE BOARD GAME COLLECTION** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the X button to launch **ULTIMATE BOARD GAME COLLECTION**.

PLEASE NOTE: The information in this software manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this software manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Note: **ULTIMATE BOARD GAME COLLECTION** requires a minimum of 352KB to save. Make sure there is enough free space on your Memory Stick Duo™ before commencing play. This game uses an autosave feature. Select your preferred language using the systems Home Menu.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

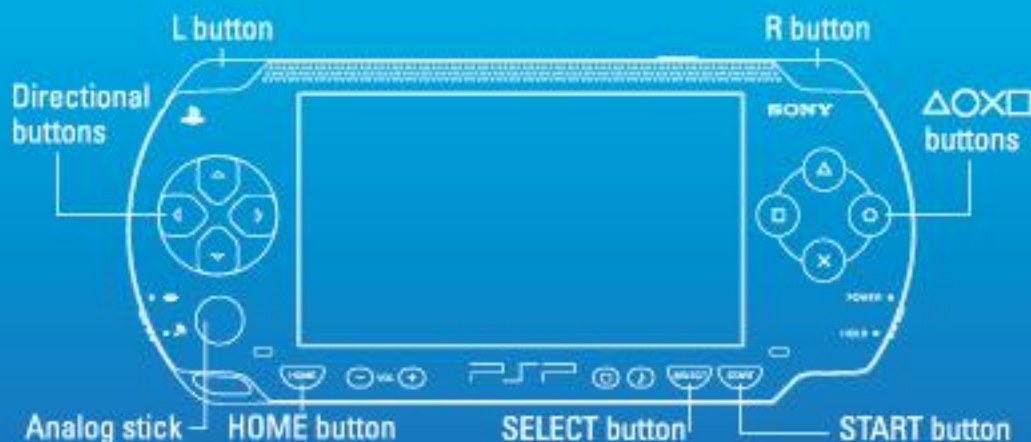
Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system instruction manual.

GAME CONTROLS



Control	In-Game	Menus
Analog stick	Select menu item or change value	Move on-screen cursor
Directional buttons	Select menu item or change value	–
×	Confirm highlighted option/menu	Game specific
○	Return to previous screen	Game specific
□	Not used	Game specific
△	Not used	Game specific
START button	Not used	Pause/Quit game
HOME button	Quit Game	Quit Game

INTRODUCTION

Ultimate Board Game Collection contains twenty-four of the world's most popular board and table top games. It's suitable for players of a variety of ages and allows you to play singularly or against family and friends.

The games have been split into six groups, including a special Game Share group. Select a group and then pick one of the games located in that group to play. Play familiar games, or use the tutorial system to learn the rules of games you've never seen before. Play each game for its own sake, or try Endurance mode and compete to unlock the ultimate gold trophy.

PROFILE MANAGEMENT

Ultimate Board Game Collection supports multiple profiles on one Memory Stick Duo™. Each profile contains a save for each game along with its own trophy achievement record, option preferences and name.

You can create a profile when you first start the game up by selecting "New Profile" from the Profile Menu and pressing X. Enter a name for the profile using the directional buttons and pressing X to enter the selected letter, and the START button when you are done.

To change the profile you are using press Ⓢ from the Main Menu, and after confirming that you wish to quit the current profile, you'll be returned to the Profile Menu where you can select another profile to use.

Note: Ultimate Board Game Collection uses an autosave system. If you disable autosave in the Options menu, your progress will not be saved until you re-enable it.

MAIN MENU

From the Main Menu, you can choose from the following options:

- Game Select to play a single player game, or a single PSP™ system multiplayer game.
- Wireless Play to create or join a wireless game.
- Endurance Mode to begin a new endurance game.
- Trophy Screen to review trophies for the current profile.
- Game Share to share your game with other players nearby via wireless.
- Options to review and change various settings for the current profile.

Use the directional buttons to highlight a selection and press **X** to confirm it.

GAME START OPTIONS

Each game has several options presented when you first start it up. Use the directional buttons to scroll through and change the highlighted option.

If you start a single player game using Game Select and then increase the number of players to more than one, the game will take place on one PSP™ System, with each player taking turns to play. When you are happy with the game start options, press **X** to begin. Press **○** to return to the previous menu.

PLAYING THE GAMES

Each game uses the analog stick to move a cursor around the screen along with a display in the bottom left corner of the screen showing the game function associated with each of the action buttons.

Move the cursor to the head icon in the bottom left of the screen and press **X** to view the tutorial for the current game. Pressing **START** will bring up the pause menu, allowing you to adjust various options, restart the current game, or quit back to the main menu. If you quit a game, the current state is saved to your profile, and when you restart that game at a later time, you have the option of continuing from where you left off or beginning a new game.

TROPHIES

There are a total of 27 trophies to be unlocked. Each trophy has a description of the event that needs to occur in order to unlock it. You can review the trophies and what you need to do to unlock them by selecting Trophy Screen from the Main Menu.

Note: Trophies are not awarded during wireless play and that each profile has its own set of trophies.

CUSTOM AUDIO TRACKS

Ultimate Board Game Collection supports custom audiotracks using MP3 files previously saved on a Memory Stick Duo™. Once you have your audiotracks on the Memory Stick Duo™ and they can be played from the PSP™ system's home menu, you can start up Ultimate Board Game Collection normally. From the Options Menu, select and confirm Sound Options, then highlight Edit Playlist and press **X**.

You will now see a list on the right hand side of the screen of your available audiotracks. Press **➡** to ensure you have the available audiotracks highlighted, then select an audiotrack and press **X** to add it to your custom playlist. Press **⬅** if you wish to edit the playlist. With the playlist highlighted, you can press **X** to remove an audiotrack, or press **□** to shuffle the order of your audiotracks.

IMPORTANT: Make sure the audiotracks are playable from the PSP™ system's home menu before you try and play them from within the game.

USING PERSONAL PHOTOS

Ultimate Board Game Collection allows you to use your own photographs that have been previously saved on a Memory Stick Duo™ in JPEG or PNG format as images in Concentration and Jigsaws.

Once you have your photographs on the Memory Stick Duo™ and they can be viewed from the PSP™ system's home menu, you can start up Ultimate Board Game Collection normally.

Start up Jigsaws or Concentration as normal, but when the screen allowing you to select which picture to use appears; press  to toggle between using the Memory Stick Duo™ and the ULTIMATE BOARD GAME COLLECTION disc as a source for images. Depending on the size of the image, it might take a few moments to load from the Memory Stick Duo™. In a wireless multiplayer game, only photos from the ULTIMATE BOARD GAME COLLECTION disc can be chosen; personal photos from the Memory Stick Duo™ cannot be used.

IMPORTANT: Make sure your photos are viewable from the PSP™ system's home menu and in the JPEG or PNG format before you try and use them from within the game.

GAME SHARE

Ultimate Board Game Collection allows you to share 5 games with other PSP™ system owners who do not own their own copy. This is done wirelessly through the PSP™ system's Game Sharing feature.

Make sure that both PSP™ systems' WLAN switches are set to on. With the PSP™ system that has Ultimate Board Game Collection loaded, select Game Share from the Main Menu. The other PSP™ system selects Game Sharing from the PSP™ system's home menu.

After a brief search, the name of the PSP™ system with Ultimate Board Game Collection loaded and shared should appear on a list. Select the Ultimate Board Game Collection and press X to begin downloading the shared game to the PSP™ system without Ultimate Board Game Collection.

When the transfer is complete, Ultimate Board Game Collection - Game Share Edition will now be running on the second PSP™ system. You can use the Gameshare Games group to choose from only games that are available to the Game Share edition, or browse the other groups to preview the game selection in the full game.

AD-HOC MULTIPLAYER

Ultimate Board Game Collection supports local "Ad-Hoc" multiplayer. Every PSP™ system must be running their own copy of the game, or have a game share edition loaded. Each PSP™ system must have its WLAN switch in the ON position, and they need to be physically within range of each other.

From the Main Menu, select Wireless Play. After a short pause, you can then choose to create a game, or join someone else's game. If you select Join Game, your PSP™ system will search for created games in your local area and display them on a list along with the creator's name. Select the game you wish to join and press X to confirm. Once you have joined a game, you will see a list of the other players and the current options for the game. Press X again to let everyone know you are ready to begin.

If you select Create Game, then you are presented with the familiar game groups. Select a group and then pick the game you want to create. On the right you will see the game options you can set, and on the left you will see the names of players as they join your game. A green check appears beside a players name when they have confirmed that they are ready to play. Only the creator of a game can select the game options. Once everyone is ready, the creator presses X to begin the game.

Once a game starts, play continues normally for that game.

Note: that you cannot access the tutorial system while in a multiplayer wireless game.